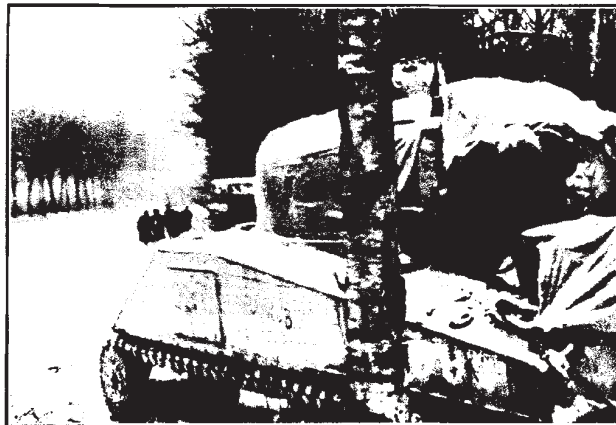


HOLD YOUR GROUND!

SCENARIO ASL TAC 64 Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The German wins at game end if he has ≥ 11 VP of units north of the Canal. Units on Board 12 globally count as 1.5 times their VP value (FRU).

South of WICKERSCHWIHR, FRANCE, 27 January 1945:

The French First Army had been stymied by the ferocious resistance of the German 19th Army in front of Colmar since the beginning of December. Toward the end of January 1945, the French launched a general offensive to eliminate the "Colmar Pocket". Second Corps was ordered to liberate the city with the help of U.S. troops of 21st Corps. The first objective: the Colmar Canal to the east. The Americans quickly lost momentum. General Monsabert decided to throw in 4th Combat Command in an extra effort to first cross the Canal and then push on to the south. Detachment A were to the fore, their objective; the bridge at Wickerschwihr. Platoon Bethouard, accompanied by a detachment of legionnaires, were the first to arrive at the Canal. A patrol found that the bridge had been partly demolished. It was impassable to vehicular traffic, but could still be crossed on foot. The French took up position, awaiting the arrival of the rest of the detachment. Very soon, a German company approached from the direction of Bischwihr.

BALANCE:

- Replace 9-1 Armor Leader with a 9-2 Armor Leader in the French OB

- Replace 11 VP in the Victory Conditions with 9 VP



21	
	40
16	

☉ FRENCH set up first	☙ 1	2	3	4	5	6	7	END
☙ GERMAN move first								

Elements of Detachment A (5th Company, Foreign Legion Regiment and 3rd Squadron, 1st Armored Regiment), 4th Combat Command, 5th Armored Division [ELR:4]
set up north of the Canal {SAN:3}:

Target icon:

Units and counts:

- 4-5-8 (4 units)
- 2-4-8 (2 units)
- 9-1 (1 unit)
- 8-0 (1 unit)
- MTR (3-45) (3 units)
- BAZ44 (8-4) (1 unit)
- ? (7 morale)
- 20 (15PP) (1 unit)
- 20 (10PP) (1 unit)

3

75 (2/4/4) (1 unit)

9-1 (1 unit)

3

Elements of the 189th Infantry Division: [ELR:2]
Set up on Board 16 on hexes numbered ≥ 3 {SAN:2}:

Target icon:

Units and counts:

- 4-4-7 (2 units)
- 9-1 (1 unit)
- 8-0 (1 unit)
- 7-0 (1 unit)
- MMG (5-12) (2 units)
- LMG (3-8) (3 units)

12

2

3

88LL (13/2) (1 unit)

37L (10/9) (1 unit)

81* (2-80) (1 unit)

2-2-8 (2 units)

2

Scenario Design: Pascal Guet '92

SSR:

- EC are Ground Snow (E3.72) with no wind at start.
- The river is a Canal (B21.11). Although EC are Ground Snow, the Canal is not Frigid. The Current is Slow. The Canal is Fordable (B21.41-43). A Footbridge (B6.44) exists in 40Q2-Q3. Hills do not exist (the Terrain depicted on is at Level 0 instead).
- German units and French vehicles have Winter Camouflage (E3.712).
- The Germans receive one module of 80+ mm Battalion Mortar OBA with Normal Ammunition directed by an Offboard Observer located at Level 2 along the south edge.
- French units that set up in Concealment Terrain are automatically Concealed (the "?" counters in the OB are designed to be used to form dummy stacks). Infantry may be set up in Foxholes of appropriate capacity if permitted by the other terrain in the hex.
- The inherent squad in the M3(MMG) is a 458. The inherent 458 and the MMGs of the M3(MMG) may be Removed (D6.631) prior to French set up.

AFTERMATH: The Germans, clothed in their white camouflage, advanced on the canal with weapons slung. The French opened fire at 400 meters, throwing the enemy ranks into utter confusion and forcing them to take cover. Then mortar barrage from Bischwihr landed on the Cuirassiers and Legionnaires. The Germans attempted to attack again, this time infiltrating onto the northern bank. However, it was all in vain: 40 of them were soon captured in the woods just north of the canal. Even the intervention by a self-propelled gun and a light anti-tank gun was not enough to reverse the course of the battle. The French maintained their control of the position and welcomed the arrival of the first American troops around 1600 hours. The defenders had successfully held their ground with the only casualty being a slightly damaged tank.